

CLAIMS

The invention is claimed as follows:

1. A method of operating a gaming device comprising:
 - 5 displaying a playing board having a plurality of positions;
enabling each of a plurality of chips to be placed individually at one of the positions, the chips being either game chips or player chips, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player
 - 10 chip to a game chip, and wherein placement of one of the player chips that causes at least one game chip to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip;
using a table in memory to place at least one game chip at one of the positions, wherein the table is weighted according to a desired total number of
 - 15 player chips remaining after a player places each of a provided amount of player chips onto the positions; and
awarding the player based on the remaining number of player chips after the player placed the provides amount of player chips onto the positions.
- 20 2. The method of Claim 1, which includes placing an initial configuration of game and player chips on the board, leaving a plurality of possible positions to place additional chips to thereby convert one of the initially placed chips.
3. The method of Claim 2, which includes generating one of the possible
- 25 positions to be filled by one of the game chips to thereby convert one of the player chips to a game chip.
4. The method of Claim 2, which includes enabling the player to select one of the possible positions to be filled by one of the player chips to thereby
- 30 convert one of the game chips to a player chip.

5. The method of Claim 1, which includes awarding the player based on a combination of values associated with positions having the remaining player chips.
- 5 6. The method of Claim 5, which includes associating the values randomly with the positions.
7. The method of Claim 5, which includes associating the values individually with each of the positions prior to game play.
- 10 8. The method of Claim 5, which includes associating the values with each of the positions and displaying the values to the player during game play.
- 15 9. The method of Claim 5, which includes displaying the values of the positions having the remaining chips when the player chips are first displayed in the positions.
- 20 10. The method of Claim 5, which includes selecting the values from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, a non-monetary award and any combination thereof.
- 25 11. The method of Claim 1, which includes displaying values associated initially with positions having the player chips even after the associated player chips are converted to game chips.
12. The method of Claim 1, which includes structuring the table to be particular to a previous placement of one of the player chips.
- 30 13. The method of Claim 1, which includes structuring the provided amount of player chips to be less than half of a total number of positions on the board.

14. The method of Claim 1, wherein flanking the player chips on opposite sides includes flanking the player chips in a diagonal, horizontal or vertical line with game chips.
- 5 15. The method of Claim 1, which includes structuring the award to include a combination of values associated with the remaining player chips.
16. The method of Claim 15, which includes displaying the values of the remaining player chips when the player chips are first displayed.
- 10 17. The method of Claim 15, which includes providing player chips having displayed values to the player and enabling the player to selectively place the chips on the positions of the board.
- 15 18. The method of Claim 1, which includes displaying values associated with the player chips even after the associated player chips are converted to game chips.
19. The method of Claim 1, which is played via a data network or a
20 computer storage device.
20. The method of Claim 20, wherein the data network includes an internet.

21. A method of operating a gaming device comprising:
displaying a playing board having a plurality of positions;
enabling each of a plurality of chips to be placed individually at one of
the positions, the chips being either game chips or player chips, wherein
5 placement of one of the game chips that causes at least one player chip to be
flanked on opposite sides by game chips converts each said flanked player
chip to a game chip, and wherein placement of one of the player chips that
causes at least one game chip to be flanked on opposite sides by player chips
converts each said flanked game chip to a player chip;
10 using a table in memory to place one of the game chips onto one of the
positions wherein the table is structured to be particular to a previous
placement of one of the player chips onto one of the positions;
using other tables particular to other positions that were available to the
player for the previous placement; and
15 awarding a player based on a number of player chips remaining after
the player places each of a provided amount of player chips onto the board.
22. The method of Claim 21, which includes placing an initial configuration
of game and player chips on the board, leaving a plurality of possible positions
20 to place additional chips to thereby convert one of the initially placed chips.
23. The method of Claim 22, which includes generating one of the possible
positions to be filled by one of the game chips to thereby convert one of the
player chips to a game chip.
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24. The method of Claim 22, which includes enabling the player to select
one of the possible positions to be filled by one of the player chips to thereby
convert one of the game chips to a player chip.
- 30 25. The method of Claim 21, which includes awarding the player based on
a combination of values associated with positions having the remaining player
chips.

26. The method of Claim 25, which includes associating the values randomly with the positions.

27. The method of Claim 25, which includes associating the values individually with each of the positions prior to game play.

28. The method of Claim 25, which includes associating the values with each of the positions and displaying the values to the player during game play.

29. The method of Claim 25, which includes displaying the values of the positions having the remaining chips when the player chips are first displayed in the positions.

30. The method of Claim 25, which includes selecting the values from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, a non-monetary award and any combination thereof.

31. The method of Claim 21, which includes displaying values associated initially with positions having the player chips even after the associated player chips are converted to game chips.

32. The method of Claim 21, wherein the table is structured to be weighted according to a desired average total number of player chips remaining after the player places each of a provided amount of player chips onto the board.

33. The method of Claim 21, which includes structuring the provided amount of player chips to be less than half of a total number of positions on the board.

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34. The method of Claim 21, wherein flanking the player chips on opposite sides includes flanking the player chips in a diagonal, horizontal or vertical line by the game chips.
- 5 35. The method of Claim 21, which includes structuring the award to include a combination of values associated with the remaining player chips.
36. The method of Claim 35, which includes displaying the values of the remaining player chips when the player chips are first displayed.
- 10 37. The method of Claim 35, which includes providing player chips having displayed values to the player and enabling the player to selectively place the chips on the positions of the board.
- 15 38. The method of Claim 21, which includes displaying values associated initially with the player chips even after the associated player chips are converted to game chips.
- 20 39. The method of Claim 21, which is played via a data network or a computer storage device.
40. The method of Claim 39, wherein the data network includes an internet.

41. A method of operating a gaming device comprising:
displaying a playing board having a plurality of positions;
enabling each of a plurality of chips to be placed individually in one of
the positions, the chips being either game chips or player chips, wherein
5 placement of one of the game chips that causes at least one player chip to be
flanked on opposite sides by game chips converts each said flanked player
chip to a game chip, and wherein placement of one of the player chips that
causes at least one game chip to be flanked on opposite sides by player chips
converts each said flanked game chip to a player chip; and
10 awarding a player based on a combination of values associated with
positions having player chips remaining after the player places each of a
provided amount of player chips onto the board.
42. The method of Claim 41, which includes associating the values
15 randomly with the positions.
43. The method of Claim 41, which includes associating the values
individually with each of the positions prior to game play.
- 20 44. The method of Claim 41, which includes associating the values with
each of the positions and displaying the values to the player during game play.
45. The method of Claim 41, which includes displaying the values of the
positions having the remaining chips are displayed when the player chips are
25 first displayed in the positions.
46. The method of Claim 41, which includes selecting the values from the
group consisting of: game credits, game credit multipliers, a number of free
spins, a number of free games, a number of picks from a prize pool, a non-
30 monetary award and any combination thereof.

47. The method of Claim 41, which includes associating values with each of the positions onto which player chips are placed, wherein the values are displayed when the player chips are first placed on the positions and remain displayed even if the associated player chips are converted to game chips.

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48. A method of operating a gaming device comprising:

displaying a playing board having a plurality of positions;

enabling each of a plurality of chips to be placed individually in one of the positions, the chips being either game chips or player chips, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player chip to a game chip, and wherein placement of one of the player chips that causes at least one game chip to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip; and

15 awarding a player based on a combination of values associated with each of the player chips remaining after the player places each of a provided amount of player chips onto the board.

49. The method of Claim 48, which includes displaying the values of the remaining player chips when the player chips are first displayed.

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50. The method of Claim 48, which includes providing chips having displayed values to the player and enabling the player to selectively place the chips on the positions of the board.

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51. The method of Claim 48, which includes associating values with each of the player chips, wherein the values are displayed when the player chips are first placed onto positions of the board and remain displayed even if the associated player chips are converted to game chips.

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52. The method of Claim 48, which includes indicating for the player which positions are available for player chip placement.

53. A gaming device comprising:
a playing board having a plurality of positions;
a plurality of chips operable to be placed individually in one of the positions, the chips showing either a first side or a second side, wherein
5 placement of one of the first side chips that causes at least one second side chip to be flanked on opposite sides by first side chips converts each said flanked second side chip to a first side chip, and wherein placement of one of the second side chips that causes at least one first side chip to be flanked on opposite sides by second side chips converts each said flanked first side chip
10 to a second side chip; and
wherein points are associated individually with each of the positions, and wherein the points for positions occupied by at least one of the first side and second side chips are accumulated.
- 15 54. The gaming device of Claim 53, which is a hand held game in which a player who is represented by the first side chips attempts to accumulate as many points as possible.
- 20 55. The gaming device of Claim 53, which is a wagering game that is adapted to provide an award to a player who is represented by the first side chips, the award based on how many points are accumulated for the first side chips when placement of the chips is completed.
- 25 56. The gaming device of Claim 53, which is a board game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the board game is the player who accumulates the most points.
- 30 57. The gaming device of Claim 53, which is a wagering game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the wagering game is the player who accumulates the most points.

58. The gaming device of Claim 57, wherein the winner receives a portion of the loser's wager.

59. The gaming device of Claim 57, wherein one of the first and second
5 players is processor controlled.

60. The gaming device of Claim 53, which is played via a data network or a computer storage device.

10 61. The gaming device of Claim 60, wherein the data network includes an internet.

62. The gaming device of Claim 53, wherein the points associated with the positions are displayed to a player prior to the player's placement of one of the
15 chips.

63. The gaming device of Claim 53, wherein the points associated with positions occupied by the first side chips, the first side chips representing a player, are displayed to the player.

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64. The gaming device of Claim 63, wherein the points associated previously with positions occupied by the first side chips, but which are currently occupied by second side chips, are displayed to the player.

25 65. The gaming device of Claim 53, wherein the points associated with positions occupied by the first side chips and the second side chips, the first side chips representing a player, are displayed to the player.

66. The gaming device of Claim 53, wherein different points are associated
30 randomly with the positions.

67. The gaming device of Claim 53, wherein different points are in a fixed association with the positions over multiple game plays.

68. The gaming device of Claim 53, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second chips onto the positions, the table particular to a previous placement by the player of one of the first side chips.

69. The gaming device of Claim 53, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table weighted according to a desired average total number of first side chips remaining after the player places each of a provided amount of first side chips onto the board.

70. A gaming device comprising:

a playing board having a plurality of positions;

a plurality of chips operable to be placed individually in one of the positions, the chips showing either a first side or a second side, wherein placement of one of the first side chips that causes at least one second side chip to be flanked on opposite sides by first side chips converts each said flanked second side chip to a first side chip, and wherein placement of one of the second side chips that causes at least one first side chip to be flanked on opposite sides by second side chips converts each said flanked first side chip to a second side chip; and

a plurality of points, wherein the points are associated individually with and accumulated for at least one of the first side and second side chips that are placed onto positions of the board.

71. The gaming device of Claim 70, which is a hand held gaming device in which a player who is represented by the first side chips attempts to accumulate as many points as possible.
- 5 72. The gaming device of Claim 70, which is a wagering gaming device operable to provide an award to a player who is represented by the first side chips, the award based on how many points are accumulated for the first side chips when placement of the chips is completed.
- 10 73. The gaming device of Claim 70, which is a board game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the board game is the player who accumulates the most points.
- 15 74. The gaming device of Claim 70, which is a wagering game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the wagering game is the player who accumulates the most points.
- 20 75. The gaming device of Claim 74, wherein the winner receives a portion of the loser's wager.
76. The gaming device of Claim 74, wherein the winner receives an award based on the associated accumulated points.
- 25 77. The gaming device of Claim 70, which is played via a data network or a computer storage device.
78. The gaming device of Claim 77, wherein the data network includes an
30 internet.

79. The gaming device of Claim 70, wherein the points associated with the chips are displayed to a player prior to the player's placement of one of the chips.

5 80. The gaming device of Claim 70, wherein points that are associated with the first side chips, the first side chips representing a player, are displayed to the player.

81. The gaming device of Claim 80, wherein points that were associated
10 previously with the first side chips, but which are currently associated with the second side chips, are displayed to the player.

82. The gaming device of Claim 80, wherein points that are associated with the first side chips and the second side chips, the first side chips representing
15 a player, are displayed to the player.

83. The gaming device of Claim 80, wherein different points are provided on at least one of the first side and second side chips prior to placement of the chips, and wherein a player can selectively place points onto desired positions.
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84. The gaming device of Claim 70, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table particular to a previous placement by the player of
25 one of the first side chips.

85. The gaming device of Claim 70, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips
30 onto the positions, the table weighted according to a desired average total number of first side chips remaining after the player places each of a provided amount of first side chips onto the board.

86. A gaming device comprising:
a playing board having a plurality of positions;
a plurality of chips each operable to be placed individually in one of the
positions, the chips being having either a first side visible by a player or a
5 second side visible by the player, wherein placement of one of the first side
chips that causes at least one second side chip to be flanked on opposite
sides by first side chips converts each said flanked second side chip to a first
side chip, and wherein placement of one of the second side chips that causes
at least one first side chip to be flanked on opposite sides by player chips
10 converts each said flanked first side chip to a second side chip; and
a plurality of different points, wherein the different points are provided
with the first side chips prior to placement of the chips, and wherein a player
can selectively place first side chips with certain amounts of points onto
desired positions.
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87. The gaming device of Claim 86, which is a hand held gaming device in
which the player who is represented by the first side chips attempts to
accumulate as many points as possible.
- 20 88. The gaming device of Claim 86, which is a wagering gaming device that
provides an award to the player who is represented by the first side chips, the
award based on how many points are accumulated for the first side chips
when placement of the chips is completed.
- 25 89. The gaming device of Claim 86, which is a board game, wherein first
and second players are represented by the first side and second side chips,
respectively, wherein different points are provided with the first side and
second side chips prior to placement of the chips, wherein the first player can
selectively place first side chips with certain amounts of points onto desired
30 positions, wherein the second player can selectively place second side chips
with certain amounts of points onto desired positions, and wherein a winner of
the board game is the player who accumulates the most points.

90. The gaming device of Claim 86, which is a wagering game, wherein first and second players are represented by the first side and second side chips, respectively, wherein different points are provided with the first side and second side chips prior to placement of the chips, wherein the first player can selectively place first side chips with certain amounts of points onto desired positions, wherein the second player can selectively place second side chips with certain amounts of points onto desired positions, and wherein a winner of the wagering game is the player who accumulates the most points.
91. The gaming device of Claim 90, wherein the winner receives a portion of the loser's wager.
92. The gaming device of Claim 90, wherein the winner receives an award based on the associated accumulated points.
93. The gaming device of Claim 86, which is played via a data network or a computer storage device.
94. The gaming device of Claim 93, wherein the data network includes an internet.
95. The gaming device of Claim 86, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table particular to a previous placement by the player of one of the first side chips.

96. The gaming device of Claim 86, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table weighted according to a desired average total
5 number of first side chips remaining after the player places each of a provided amount of first side chips onto the board.